

Hoodwink #21

"A Dip Zine for Purists"

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"Hoodwink Hooey" – Letters from Readers

From Paul Milewski:

I would like to discuss the issue of the different Diplomacy rulebooks. I refer to the "2nd Edition/Feb. '92" rulebook (also called the 1983 rulebook), the existence of which is by and large ignored by our hobby, even though the 1976 is not supplied in new sets and is not included in the A-H parts list (last time I checked).

The only difference between the rulebooks is "XII. The Convoy Order." (Also, there are several points that could have been clarified that were not.) I have pointed out before that a literal interpretation of *new* XII.5 would result in a convoyed A YOR-DEN *not* cutting F DEN sup F BER-BAL if F BAL is itself convoying an army somewhere. In *Diplomacy World* #39 (Spring 1985), Allan Calhamer admitted that result but dismissed it as not likely to come up. As for the entirely new XII.6, he also mentioned that the A-H computerized adjudication deals with the question of the intent of the player governing the army by "requiring the commander of the army [to] type the letter V [for 'Validate'] in his order to the army if he expects it to be convoyed by another power." That explicit statement of intent is of no help to the GM who must infer the intent of a player "as shown by the totality of the orders written by the player governing the army." [Quoting what, here, Paul?] Of course, new XII.4 is the exact opposite of old XII.4 in its effect. Taken together, it is clear to me that the changes were made to simplify writing the program for the computer, despite Allan's refusal to admit it.

I have personally encountered a XII.5 situation in at least one instance. New XII.6 does not limit itself to the unwanted convoy, as it does not by its wording preclude the possibility of confusion by the ordering player in convoying his own army with his own fleet, although this is a fine point. I have yet to come across a reasonable explanation for completely reversing XII.4.

What bothers me is that the rulebook is due to be revised again soon, perhaps with even more bizarre results, and as with this last revision, the hobby is likely to find out about it well after the fact. Obviously it would be in the interests of the hobby to

be able to use the latest edition, the one that is currently distributed, to recruit new members without undue confusion.

[Even more obviously, it is in the interest of every Dip player to have all published rules of the game make sense.]

From Lawrence Watt-Evans:

Hey, who the heck is "Lor-El"? *[Re "Scattergories."]* I could come up with unmatchable answers, too, if I made 'em up! So far as I know, there's no such character. I mean, I didn't use Kryptonian movie actress Lyla Lerrol because I didn't think it'd be worth the argument afterward, and someone waltzes in with one who probably doesn't exist and gets credit without even a question mark?

Hmph.

[Oh yeah, Lyla Lerrol! I hadn't thought of that story in years! As for "Lor-El," remember that time Superboy discovered a big fragment in outer space that had statues of some four Kryptonian historical figures? (One of them was at a ship's wheel, and I don't remember what the others were doing.) I think Lor-El was one of those guys. Maybe the player who submitted Lor-El's name could give us more information.... or maybe he was just guessing, and got away with it!]

I still don't believe that "fallow" is a color, either.

[Check your Webster's. Mine says it's a light yellowish brown.]

In regard to *Yer Blues* #41, Greg Bear is an inconsistent writer; not *all* his work is dreadful. Unfortunately, he seems to have become known as a writer of Big Sprawling Mind-Bending Hard SF Epics, when in fact he's fairly lousy at 'em and does *much* better at quiet little sneak-up-on-you short stuff. The short story of "Blood Music" is excellent; the novel starts well but then comes apart at the seams when he starts (a) adding plot just to get it up to novel length, and (b) changing the rules in order to rig a phony happy ending. I don't recommend the novel-- but the short version's great.

And his big novels, like *Eon* and *The Forge of God*, stink.

*[Since *Eon* was the one I read and disliked so much, maybe I'll give the short version of "Blood Music" a try. I wonder where it's been anthologized?]*

Diplomatic Chess: Wait a minute. How does this work? Suppose we both say "PxP"?

[It's all there in the rules in Hoodwink #19! When two pieces are ordered to capture each other, both orders fail and the result is no move. Three consecutive turns where the same orders are written end the game in a draw.]

From Lon Atkins:

Nice article on Diplomacy in the **Game Shop News**. Spread the word, baby! Most of the listed games are shoot-'em-up-bang-bang or dream-world role games. Not many people I know engage in real strategy games-- nor in any activity that requires disciplined thinking, and maybe that's what's wrong with America.

By the way, I own an original edition of Diplomacy, with the wooden tokens. Came in a big flat box, and the board has only the single fold. Lots of hotly contested games were played on that board back when I was a geographic Southerner as well as a spiritual one. Gives me nostalgic shivers just thinking about it.

I'll decline your Diplomatic Chess challenge only because (in any single encounter) I foresee it being a blind guessing game of close checks administered with the Queen. That puts a big random factor in the outcome and thus holds little real interest for me. For example: 1. e4 e5, 2. Qh5 Qh4, 3. Qf7+ Qf2+ (see following discussion of captures)....

[Or to put it into terms I understand, 1. P-K4, P-K4; 2. Q-R5, Q-R5; 3. Q-B7ch, Q-B7ch....]

....and now each Q has numerous squares from which to prolong the check (e.g., e2, d2, e1, e3, g3, h4, f1 [K2, Q2, K1, K3, N3, R4, B1]-- or leave the Q in place). Stopping the check before three moves pass is a matter of lucky guessing.

Might as well flip coins. It's also difficult to prevent a Queen from intruding with "hedgehog" tactics, because captures can be made with relative impunity so long as a reasonable menu of alternatives is available. (E.g., 1. g3 e5, 2. Bg2 Qb4 [1. P-KN3, P-K4; 2. B-N2, Q-N4], and now Black has an array of strong options aimed at a breakthrough to White's King.)

The above isn't meant to discourage your creativity. Indeed, here's a comment on the variant. "Captures" as a declaration becomes passé. Intent to move to a specific square now becomes the operant factor. This gives rise to a question: suppose two linear pieces oppose each other (say, two bishops along a diagonal), and one player orders a long move while the other player orders a block. (E.g., 1. g3 b6, 2. Bg2 Bb7, 3. Bb7 c6.) [1. P-KN3, P-QN3; 2. B-N2, B-N2; 3. B-N7, P-QB3] What happens? If the moves are truly "simultaneous," it seems that 3. Bb7 [B-N7] fails, whereas 3...c6 [P-QB3] succeeds. Even 3...Bc6 [B-QB3] would thwart White's move. Contributing to this view would be the case where a pin against the King is set up: 1. e4 e5, 2. Bb5 d4 [1. P-K4, P-K4; 2. B-N5, and what the heck can "d4" mean here? Maybe you mean "d5," P-Q4?]-- and d4 must fail. Right? *[You've lost me.]*

There once was a variant played with a die bearing symbols for K Q R B N P. Move what you roll. Another interesting variation is "Scotch Chess," where the number of pieces moved per turn increases monotonically. My favorite is "Kriegspiel"-- blindfold chess in which only stymied moves, checks and captures are announced. This variant requires a gamesmaster.

[Naturally any game variant invention begs to be submitted to an examination for "playability," so I appreciated and enjoyed your analytical scrutiny of "Diplomatic Chess" very much. The other main line of examination, meanwhile, is by play-testing, and we've got the stalwart Lawrence Watt-Evans (White) and David Schlosser (Black) plowing that field for us:

| | |
|---------|---------|
| 1. P-K4 | 1. P-Q4 |
| 2. PxP | 2. P-K4 |

[I've signed up a first player for a second game, too. Anyone else care to try this out? Gamefee \$1; send your first move.]

Nonsuch - A New Game of Diplomacy

| | |
|---------|--|
| Austria | Brian Cannon, 2031 W. Linauer Drive, La Habra CA 90631 |
| England | Stan Johnson, 10 Pine Street, Edison NJ 08817 |
| France | Michael Castille, 3201 10th Street, Port Arthur TX 77642 |
| Germany | Jon Rosenthal, 35 Mayer Drive, Suffern NY 10901 |
| Italy | Ward Batty, 931 Forest Park Lane, Suwanee GA 30174 |
| Russia | George Inzer, 1755 Ashville Road, Montevallo AL 35115 |
| Turkey | Peter Fuchs, 9105 Walking Stick Trail, Raleigh NC 27615 |

Deadline for all games is Monday, June 29, 1992!
-- Not July 6 as previously announced! --

The Dread Letter Office

Scattergories!

Once again it's time for the results of the Scattergories match-up! Thanks for playing to: Andrew York, Philip Sasse, Matt Miller, Jack McHugh, Douglas Kent, Peter Fuchs, David Schlosser, Stan Johnson, and Gene Gesner.

Here are the responses you gave in the various categories. Answers which were duplicated and thus failed to score a point are marked with an asterisk:

NFL quarterbacks: Roman Gabriel*, Jeff Rutledge, Roger Staubach*, Robin Tate, Robert (Bobby) Layne

Cities in South America: Rio de Janeiro*, Recife*, Rocas de Santo Domingo, Rondonia, Rosario

Games played with dice: Risk*, Road to the Rhine, role-playing games, Rebel Sabres

Edible fruits: Red Delicious Apple (?), raspberry*, Rome apple*

Oscar-winning actresses: Vanessa Redgrave (*Julia*), Donna Reed (*From Here to Eternity*)

Famous Frenchmen: Baron Rothschild, Rabelais, Cardinal Richelieu*, Jean-Jacques Rousseau*, Robespierre

Cars named for animals: Ram, Rat (?), Rabbit*, Rover, Roadrunner*

Units of measurement: ream*, rod, rad*, rood, roentgen

Characters in Hanna-Barbera cartoons: Betty Rubble*, Barney Rubble, Mr. Ranger, Riccochet Rabbit

Palindromes: radar*, redder, refer*, rotator, race car

Losing U.S. Presidential candidates: Teddy Roosevelt*, Ronald Reagan, Nelson Rockefeller, Richard Nixon*, Richard (Dick) Gregory

Farm animals: rooster*, Rhode Island Red*, roan, rat snake

Notes on wrong answers: Rocky the Flying Squirrel a *Hanna-Barbera* character? Were you never a kid in America, or were you just not paying attention?

REM is a thing measured, not a unit of measurement.

An answer like "Riviera playboys" for "Famous Frenchmen" or "ravishing redheads" for "Oscar-winning actresses" is just not going to work with this GM. While it's true that a category which calls for a person does not necessarily have to be answered with the *name* of a person (for example, "right tackle" would be a correct answer in the category

"Athletes"), I'm going to insist on a fine line here. Is *every* ravishing redhead an Oscar-winning actress? No. Is *every* Riviera playboy a famous Frenchman? No. Generally speaking, this will be the test I apply.

There were some interesting guesses for Oscar-winning actresses, but I'm afraid neither Rita Hayworth nor Lynn Redgrave ever won one. The only other correct answers (according to my almanac, which goes up to about 1989) were Luise Rainer (for *The Good Earth* and *The Great Ziegfeld*), Ginger Rogers (*Kitty Foyle*), and as supporting actress, Anne Revere (*National Velvet*), Rita Moreno (*West Side Story*), Margaret Rutherford (*The V.I.P.s*), and Ruth Gordon (*Rosemary's Baby*).

And our winner this issue..... (a drum roll, please!)..... Hey, it's a tie!

Philip Sasse and Peter Fuchs
with 6 unduplicated answers each!

And what do we have for them, Johnny? Merely one hot-off-the-presses free issue of **Hoodwink!** (Void where prohibited, not negotiable in Recife, Laos, or Idaho, etc.)

These were tough categories. Douglas Kent put a note at the bottom of his entry, "I predict I'll get maybe 3 points on this!" And he was right! But I still want to know what kind of car a "Rat" is.

Here follows a brief recap of the rules of the game. You are allowed to submit only *one* answer per category. To score a point, of course, you must register an answer which is not given by any other player.

Unlike most games of this type, when the category calls for a person, your Scattergories answer may use either the first or last name. Answers naming the same person or thing, even if using different words, are regarded as identical for scoring purposes. (Answers using the same words to name different things are also regarded as identical.) You may not give the same answer in more than one category.

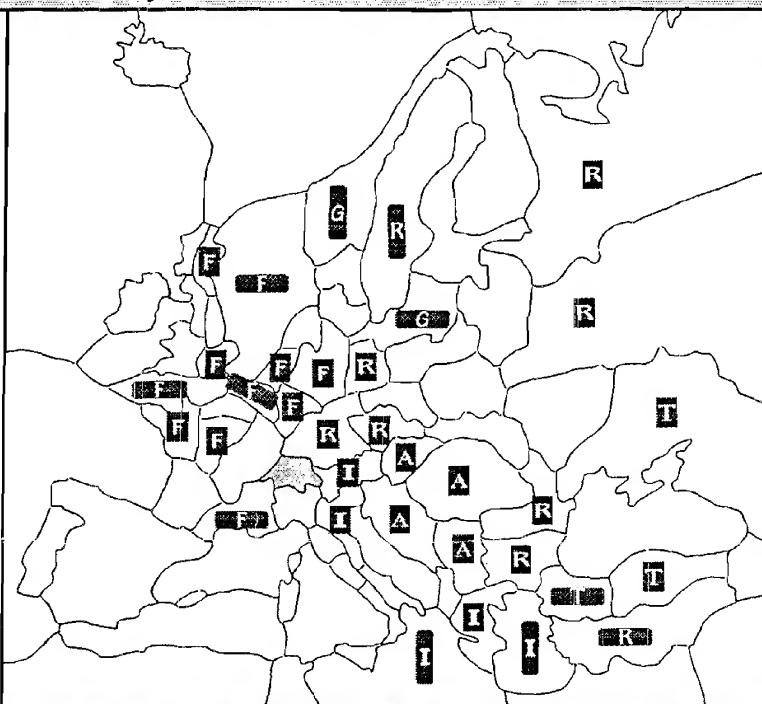
No research is allowed (answers must come off the top of your head) and rulings of the GM are final. Ready for the next round? Your letter this time is C. Your categories are:

Sandwiches
Broadway musicals
Insects
Foreign phrases in common U.S. usage
Paper products
Team sports
Geometrical figures
Songs the Beatles recorded for commercial release
Situation comedies on U.S. TV
Comic book artists
Weapons
Famous clothing designers

Witch of Endor - 1992M - Autumn/Winter 1904

**GERMANY'S
DESTINY A
FLEETING ONE**

**FRENCH ENJOY
TRIPLE
DIVIDEND DAYS**



Supply Centers
 *
 Austria: 4
 BUD, VIE, SER,
 -GRE, -BUL, +TRI
 England: 0
 -EDI
 France: 11
 PAR, MAR, BRE, BEL,
 POR, SPA, LON, LPL,
 +HOL, +EDI, +KIE
 Germany: 2
 DEN, NWY,
 -HOL, -MUN, -KIE
 Italy: 5
 ROM, NAP, VEN,
 TUN, -TRI, +GRE
 Russia: 9
 MOS, WAR, STP,
 SWE, RUM, BER,
 -SEV, -CON,
 +SMY, +BUL, +MUN
 Turkey: 3
 ANK, -SMY, +CON, +SEV

Austria: Retreat F GRE-ALB. Remove F ALB
France: Build A PAR, F MAR, A BRE
Germany: Remove F NAO, A DEN
Italy: Retreat A TRI-VEN
Russia: Build A MOS
Turkey: Build A ANK.

Michael Alterio to Europe: Hey, guys, it's just a game. May I suggest we tone down the virulence of the press?

Germany to Italy: Of course the continent isn't big enough for you and Stan both; it isn't even big enough to hold Stan and his own *ego*!

Germany to Austria: No, Stan, I don't hate you, and I won't be "crying in my beer" over you. In that regard-- as well as others-- you overestimate your importance.

What I've said about you still goes, though-- and how nice it was of you to prove my point last season with your own press! The

perverse pleasure you obviously take in ejaculating your free-flowing venom onto the pages of *Hoodwink* is exactly what shows you for what you are. You do have some growing up to do, little fellow . . .

Russia to Turkey: Excellent move, sir!

Russia to England: Bye, Gene. Thanks for the help.

Russia to Germany: Sorry, Dave, but I did not trust you.

Italy to France: Please continue to concentrate your activities on the north side of the Alps, ok?

Italy to Russia: Good as your word. One more time?

Players in *Witch of Endor*:

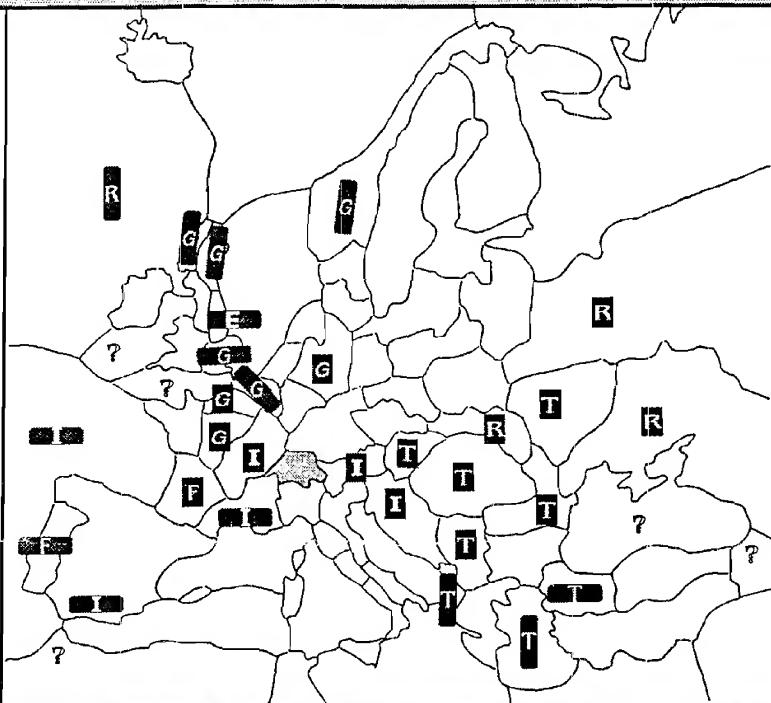
| | |
|----------------|---|
| Austria | Stan Johnson, 10 Pine Street, Edison NJ 08817 |
| France | Peter Baker, 800 S. Washington St., Apt. A-106, Alexandria VA 22314 |
| Germany | David Polley, 2504 Huntwick #1007, Austin TX 78741 |
| Italy | David Schlosser, Post Office Box 8084, Eureka CA 95502 |
| Russia | Mike Gonsalves, 530 Treasure Lake, Dubois PA 15801 |
| Turkey | *COA* Michael Alterio, 338 Crescent Ave., Apt. 19, Buffalo NY 14214 |

Players in *Marie Galante*:

| | |
|----------------|--|
| France | John Schultz, Post Office Box 41-19390 ICH 308, Michigan City IN 46360 |
| Germany | Stan Johnson, 10 Pine Street, Edison NJ 08817 |
| Italy | George Inzer, 1755 Ashville Road, Montevallo AL 35115 |
| Russia | Mike Gonsalves, 530 Treasure Lake, Dubois, Pennsylvania 15801 |
| Turkey | Gene Gesner, 1308 Trailwood Lane, Longview TX 75605 |

**BLACK HAND
OF HUN GRIPS
TWO CAPITALS**

**G/R vs. I/T?
THIS DEMANDS
TRUE GRIT!**



Supply Centers

*

Austria: 0

-TRI, -VIE

England: 1

LPL, -LON

France: 2

BRE, POR, -PAR

Germany: 11

MUN, BER, KIE, HOL, BEL, DEN, SWE, EDI, +NWY, +PAR, +LON

Italy: 7

ROM, VEN, NAP, TUN, MAR, SPA, +TRI

Russia: 4

MOS, STP, WAR, -NWY, +SEV

Turkey: 9

CON, ANK, SMY, RUM, BUL, GRE, BUD, SER, -SEV, +VIE,

Austria:

A VIE (out!)

England:

(NMR) Retreat F CLY OTB. F YOR hold

France (-1 or 0):

E MAO-BRE (ret NAF, ENG, IRI?), A GAS sup F MAO-BRE, F POR hold

Germany (+3):

A KIE-MUN, A PIC-BRE, A PAR sup A PIC-BRE, F EDI-NTH,

F NWY-NTH, F CLY sup RF NWG-NAO, F HOL-BEL, F LON hold

Italy (+1):

F WME-MAO, F SPA(s) sup F WME-MAO, F GLY-MAR, A MAR-BUR,

A TYO-MUN, A VEN-TRI

Russia:

A UKR-SEV, A MOS sup A UKR-SEV, A WAR-GAL, F NWG-NAO

Turkey (+1 or 0):

E SEV hold (ret BLA, ARM?), A BUL-RUM, A SER sup A BUL-RUM,

F AEG-CON, F ION-AEG, A GAL-UKR, A TRI-VIE,

A BUD sup A TRI-VIE, F ALB hold

GM to Europe: Thanks to John Schultz for taking over the lousy French position! Also please note that Phil Reynolds has NMR'ed out of the game, leaving the English position irrevocably in civil disorder. **Mike to Phil:** You may be right, Phil, but remember I don't have your vast experience at losing. (Few do.) To be fair, you can't support me until I have as many defeats as you do. I figure I will reach that level in another 15 years in the hobby.

George to John: I hope you communicate better than Sean did. We are in a dealing mood.

Italy to Germany: You're right-- I should be worrying about Turkey. But with you gaining London, Paris, Norway, and who knows what else, you are the one that's got me shaking in my bony body.

Italy to Russia: Once you get Sevastopol back, I wonder if you can be persuaded to stiffen your resistance against Germany? Talk to Gene-- he's a reasonable guy!! (I think!!!)

Italy to Turkey: Here goes nothing. Either way I'll go out with a bang, not a whimper.

Turkey to Germany: So you not only won't bother Russia, but encourage him against me. With friends like that, who needs enemies? Don't mind me if I try to change my non-aggression versus Italy to cooperation. I like to trust an ally.

Turkey to Italy: Although I could take Trieste, it would mean pulling back from Galicia or risking not taking Vienna. With German

and Russian actions, I am pulling north and east. I offer my actions as a basis for future cooperation.

Turkey to Russia: So you decided to throw in with Germany. I can't stop you this turn, but I do mind you taking Sevastopol while giving up Norway. So much for neutrality. If you hadn't been such a bother, Italy would have paid the price. Now I'll have to go after you. How about some two-on-two?

Turkey to All: Expect a change of address about mid-June.

France to World: Bad way to begin a poor sb position, I know, but honestly, I've just been too sick to lift a pen. Summer flu makes me whine. Whine! Hey... wait a minute... you guys didn't write me, either. Now I feel unwanted. Whine!

France to Italy: Of course the above didn't include you.

Germany to Turkey: Gene, you need to study the map more carefully; the card you sent me blasting me for cooperating with Germany (myself) was amusing, but doesn't recommend you as an ally. Anyway, what gives you the idea I am somehow obligated to pull your fat out of the fire? I think fighting E/F is enough for me to do at present!

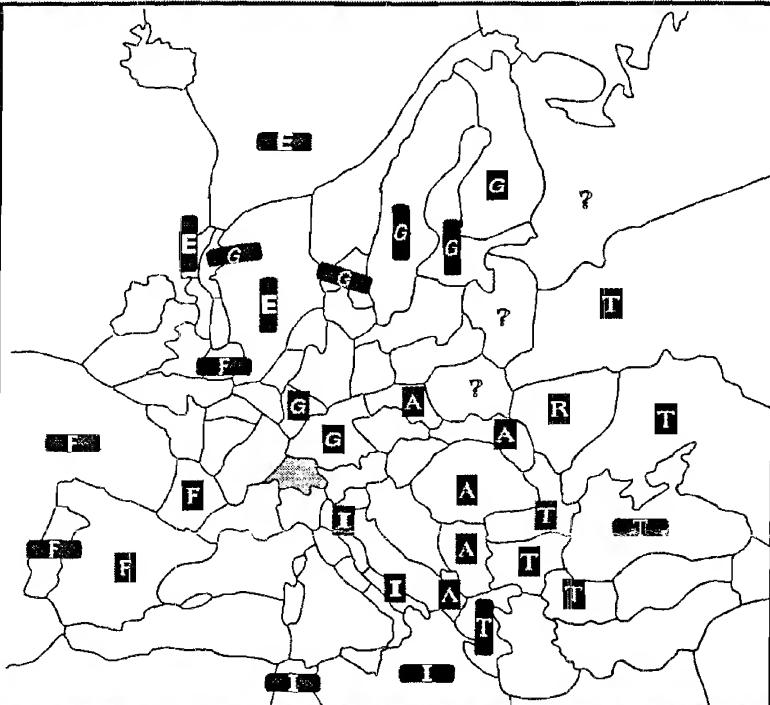
Germany to France: Sorry to do this to you, John; but these wheels were set in motion before you entered.

Germany to Italy: Yes; and your violation of our DMZ gives me a good idea of where to go next. You think Turkey will give you Trieste! What, have you been in the whacky tobacco again?

Hotspur ~ Gunboat Diplomacy ~ Spring 1908

**NICER SCOTCH
IF BRITS
RE-PEAT?**

**AUSTRIANS
RELINQUISH
WESTERN DOTS**



Supply Centers *

- Austria:** 6 BUD, TRI, VIE, SER, POR, MUN
- England:** 3 LPL, NWY, STP
- France:** 5 PAR, BRE, MAR, SPA, LON
- Germany:** 7 BER, KIE, HOL, DEN, BEL, SWE, EDI
- Italy:** 4 ROM, NAP, VEN, TUN
- Russia:** 2 MOS, WAR
- Turkey:** 7 CON, ANK, SMY, BUL, SEV, GRE, RUM

Austria: A MUN-SIL, A SIL-GAL, A BUD sup A SIL-GAL, A ALB-GRE, A SER sup A ALB-GRE, F POR hold (annih.)

England: F NWY-NWG, F NTH sup F NWY-NWG, F LPL-CLY

France: F SPA(s)-POR, F MAO sup F SPA(s)-POR, A GAS hold, A MAR-SPA, F LON sup GE DEN-NTH (nso)

Germany: A KIE-MUN, A RUH sup A KIE-MUN, A SWE-FIN, F BAL-SWE, F GBO sup F BAL-SWE, F DEN-SKA, F EDI-NTH

Italy: A VEN-APU, A PIE-VEN, F TYS-ION, F TUN sup F TYS-ION

Russia: A GAL-UKR, A MOS sup A GAL-UKR (ret WAR, LVA, STP?)

Turkey: A UKR-MOS, A SEV sup A UKR-MOS, A RUM-GAL, A BUL-SER, A CON-BUL, F BLA-RUM, F GRE-ION

GM to Europe: The A/F/G/I/T proposal has been rejected, with only one dissenting vote. Germany asked that his vote in favor of the proposal (the only other vote received) be made public by the GM. I really don't want to announce a tie that no one wanted but no one could be bothered to vote against. Please vote now on a new proposal of A/E/F/G/I/R. Really. A GAS hopes and prays for Austrian enlightenment.

France to Germany: Sorry I couldn't cover Burgundy as you suggested-- I'm hoping the Austrian will see the light and withdraw. Support for my fleet in London would be appreciated if you managed to get into the North Sea or Yorkshire. I hope you're prepared to cover Belgium in case England made a move to the Channel or retreats there from the North.

Paris to Berlin: "Glad-handing"??? Me??? I just call 'em like (as?) I see 'em.

France to England: Sorry, I don't think so. I'd rather not have you hanging around behind me. But I try to be openminded about these things.

France to Italy: As you can see, I'm vacating Marseilles-- please don't make me regret it. I'm ready to come back and cover it, if necessary. What do you think of the German suggestion of a French fleet in the Med to lend support against the Turk? I won't make any such moves without hearing from you.

France to Turkey: Looks like you've got your hands full. (It's about time.) Have fun. (P.S. Glad to see you're not building fleets.)

Turkey to Austria: Okay, don't believe me. I never thought I'd be wishing for the original Austria back, but...

Turkey to Russia: Rainmaker? Me? I'm just trying to kill Russia for his idiotic attack on me back at the beginning of the game, and doing whatever's necessary to achieve that goal. Russian players who don't realize their best long-term chance is an R/T need to be taught a lesson. Austrian players who claim to be allied against Russia but who sit next to an open Warsaw for turn after turn without attacking, despite my pleas, also need a little instruction. And since Turkey has no chance of winning without a competent ally, I have nothing better to do than tutoring these two.

Turkey to England: Twit.

Turkey to Germany: Oh, come on. I'm not going to win this one. Every single player on the board except England has declared himself my enemy and announced his intention of attacking me as soon as possible. England didn't bother; he just played stupidly and ignored my requests and suggestions. Up until this turn I was trying to be reasonable and friendly to everyone except Russia, and it didn't do me a whole heck of a lot of good, so the heck with it-- I'll at least go down fighting. And no, I don't like it any better than you do that Austria's suddenly gone whacko. Why your response to this is to warn everyone about how dangerous I am I don't understand; I'd have thought a G/T was a more natural reaction.

Turkey to Italy: If I'm in the Ionian, I owe you an apology; with your offer to Austria and Austria's request, I assumed that you would at least attempt a move there, and I felt I ought to at least attempt to stop it. If I'm there, though, you didn't, I was wrong, and I'll leave immediately. On the other hand, if neither of us is there, we stood off, and that's cool; if you're there, I don't like it at all and I respectfully request that you

withdraw. Wouldn't you really rather side with me against the loon in Austria than the reverse? (A withdrawal into the Adriatic would be especially welcome.)

Berlin to Paris: I am very much opposed to France taking over Belgium at this time. You may have *informed* me of your potential aggression, but you have not *consulted* with me.

I fail to see how your "security" would be served by a theft of Belgium at this time, especially if it be over my objections. Even if I were willing to countenance French forces in Belgium, I would have to garrison Holland, since I could hardly risk your intemperate generals "taking the plunge" and trying to steal it all from me. My forces in Holland would presumably lead to further increases in your forces in the border regions, to "protect" yourself-- and the ultimate tragedy would be that a war between Germany and France would likely break out. At the very best, we would transform our present peaceful and open border into a walled-off "iron curtain," a boundary that will consume much of our strength to patrol and fortify, and which will prevent us from maximizing our still relatively meager resources in those theatres that hold the greatest promise for our expansion.

I think we have proven to the world, and to ourselves, that our two nations can go to the brink of armed hostility and total war, and yet pull back from the edge in order to confront more powerful and far more dangerous foes. These actions on our part speak to a deep trust and deep respect that each of us has for the other. Let us not toss these important considerations aside for the sake of a single dot.

The battle continues for Scandinavia. I expect to emerge victorious, but despite English withdrawal of major forces there, the dust is still a long way from settling. And the Turk will presumably take Moscow this year (if not this spring), and will press forward. I must take St. Petersburg to prevent an Ottoman outbreak in Scandinavia and beyond, and must also beware of the Turk turning my flank through Warsaw/Prussia/Silesia. Along with my continuing commitments in Scandinavia, this leaves me very thin on the ground. I require additional forces to make myself secure in my land borders (and there is always the off-chance that Austria may "go off the wire" and launch himself, once again, into my nether regions).

The point being that I have greater need than you for units and dots, and the present imbalance in our force levels is justified by *my* security needs. You have a "gimme" in Portugal this year, and could pick up an English center if you get lucky and/or England decides to throw it all in my face. (It is quite unlikely that England would be able to counterattack successfully against you.) For you to demand Belgium, *at this time*, could leave you building two or three. Meanwhile, I am taking a chance this year. Yes, I could luck out and get two or three builds. But England is sure to react somehow to my moves against his holdings in Scandinavia, possibly by taking one or two of Edinburgh, Belgium, or Holland. I could end up just trading centers with England, and counting on Austrian truthfulness and trustworthiness (not highly prized commodities in my nation!) for my 1908 build. If you steal Belgium from me this year, there is a very good chance I would not build at all, while you'd get two builds.

This is a clear and present threat to *my* security needs. I ask that you try to see the situation from my perspective. I desire continued French friendship and alliance, and if you wanted to, I would be willing to try to "go the distance" with you, though obviously that course holds greater peril for Germany, in the center of the board, than it does for an Atlantic-based France.

Assuming you have paid attention to my press of last turn, you will not be in Burgundy this turn. If you are, I hope and trust that my entreaty of this turn will convince you of the seriousness with which the German Government views this affair. If you have gone so far as to move your London fleet to the Channel (reducing pressure on the English), along with a move to Burgundy, Germany will draw the obvious conclusions and act accordingly.

A war between our great nations would benefit neither of us. The only possible beneficiary would be the Ottoman Empire. Need I say more?

Finally, Germany is willing to discuss this matter in more detail in the future. The Reich recognizes that an imbalance in our force levels *does* exist, and that this is not a desirable state of affairs. Only the present threats to the German nation (threats that are not equaled for France, which now confronts only a weakened England and a peaceful and pliable

Italy) justify this injustice. As soon as the situation in Scandinavia is settled, and Germany's southern and eastern borders safeguarded, we will be happy to *invite* a French army to occupy Belgium, and rebalance our economic and military power. This takeover of Belgium, however, must be the result of planning and negotiation, not unilateral declaration and annexation.

Berliner Zeitung: Today, the Kaiser signed the "Belgian Independence Act," which overturned last summer's "Act of Annexation." As readers may recall, the Reich had unilaterally annexed Belgium to the German Empire, calling that small independent nation its "nineteenth province." The reaction in Belgium and in many world capitals was immediate and intense.

In Brussels, violent street demonstrations broke out and the Kaiser's effigy was repeatedly torched. Many hundreds of civilians died at the hands of the German Army and their allies in the Belgian security forces. Most countries condemned this action, with France taking an especially vocal role.

(There have been reports that the French Republic was funding some of the more violent opposition parties in Belgium, but none of these rumors has ever been conclusively confirmed, at least not to the satisfaction of the *Zeitung*.)

Yesterday's Act repeals last summer's annexation and sets up a new, independent nation in most of what had been Belgium. (Small portions of the border regions that were traditionally German have been retained by the Reich.) That country's foreign affairs will continue to be conducted by our Foreign Office, but most other functions of government will be handled by the Belgians themselves, albeit with advice provided by the Germans in many cases. Limited autonomy for the French-speaking Walloons also has been provided for in the new Constitution.

Privately, Reich officials now admit that they made a mistake in annexing Belgium. "We had no idea that the French would take such offense," said one highly placed Foreign Office source. "We now understand that Belgium may have to revert to French control at some point. We are not yet ready for that step, but we are beginning to prepare for the eventuality."

Berlin to Vienna: The Reich reacts completely favorably to the recent proposals received here from the Austrian Government. We are in complete accord with your desires-- indeed, they are essentially what the German Government has been begging for since Austrian forces crossed the border.

Assuming that this spring the Austrian Army follows the dictates of the civilian government in Vienna (we admit that this proposition is somewhat questionable, given the sometimes shaky control that Vienna has exercised over its forces in the field), Germany will do everything it possibly can to ensure that our promises made over the past winter are followed to the "T." We will certainly not enter Austrian territory, unless invited, and will do whatever we can to make sure that the bloody hand of the Turk is turned away from fraternal Russia. We will intervene in Russia if necessary to save that country from barbarism, and may continue southward in order to successfully prosecute the war against the heathen Turk without intervening on Austrian-held lands. We trust that this course of action will be satisfactory with the Austrian government, but we invite your reactions, favorable or unfavorable. Note that the draw proposed last time came from the German government, and we have voted for it-- publicly (if Steven "Mars" Carlberg allows such a thing). Germany harbors no ill will toward your nation, and hopes that you will be able to successfully prosecute the war against Turkey. In your valiant fight is all that is right and proper in Christendom. In your enemy we see all that is blackness and despair and barbarism in the human condition. The German people breathlessly await news of your successes in the Balkans.

Icy Statement from German Government: On the other hand, swine, should you have played more foul than fair, and tricked me into trusting you, and allowed your military forces to remain camped on German soil, you are a *dead man*. I will not rest until the self-satisfied smile is wiped off your grinning death mask, and your worm-infested body (divided into four parts) interred six feet down. Germany has been patient with Austria up to now, but if you've *lied* to us it will be your *doom!* Furthermore, we'll send our "hit squads" after that "Bam-Boozle" dame-- Austria will never again win a beauty contest! You have been warned.)

Berlin to Moscow: Please note that we have moved to take St. Petersburg. I know this contradicts earlier statements from Berlin regarding this English-held center, but Russia has been *far too slow* to act, both *against* the Reich's enemy, England, and also *for* its own good. With Turkish forces now within rifle range of the mountains of rubble remaining from the English-inspired destruction of the Tsar's palaces in Petersburg, and with substantial present and contemplated German holdings in Scandinavia therefore at considerable risk, the Reich has no choice but to act, and to act decisively.

Therefore, Germany plans to seize English-held Petersburg in the fall, using an army for this purpose. If you have moved or retreated to your former capital, you are advised that discretion will surely be the better part of valor, and to make preparations to move your capital yet again.

The Reich regrets any disappointment or disruption this may cause. We would have preferred that Russia be governed by a Russian monarch. Our hand has been forced, however, by the menace posed by the Turk. We urge you to do all in your power to retake (or hold) Moscow if that is at all possible. If Russian forces exist during 1909, my Army St. Petersburg will be at your disposal to help you back into Moscow (or to hold there if by some miracle you've managed to retain that center).

Do not lose hope. You may still be able to hang on. Turkey will have his hands full if Austria, as promised, does turn to fight. (The build of A BUD is a good sign, of course.) Perhaps the barbarous Turk will be willing to scale back actions aimed in your direction in favor of defending against Austria. Surely that is what any rational player would do.

Berlin to London: Thank you for retreats and disbands. I could have asked for no more. Germany will consolidate control in Scandinavia during the coming year, and may be willing to give up your home center in Edinburgh as a result. We have treated the Scottish people well; indeed, far better than your absentee London landowners ever have. Consequently you may be in for a rude shock should you attempt to retake the capital of lowland Scots. After the brief interlude of economic and social freedoms that the High Seas Fleet brought to Scotland during its winter basing in Edinburgh, do not be surprised if the populace reacts—violently, at times— to the sight of English redcoats. Believe me, that have been well prepared, and our "stay-behind" agents are well protected.

Berlin to London: Germany and France have certain minor differences, differences that have come to light recently in regard to the Reich's "Belgium Annexation Act." Berlin has moved to alleviate any tensions between our two nations, and while we are confident that an accommodation can be (and has been) reached, prudence dictates that preparations be taken to protect our nation, and our foreign policy, against the difficulties Franco-German hostilities would cause.

Should a French/German war break out, the Reich will of course abandon any plans of a cross-North Sea landing on British soil, and will pull out of any centers held in the British Isles. We would reopen lines of communication recently severed by the British Government, and in all ways would attempt to cooperate with England against the French.

Make no mistake, however: Berlin expects that France will "do the right thing," and accept German alliance and promises of Belgium in the future. Under these circumstances, and barring unforeseen English communications in the press, an accommodation with the present English Government will probably be impossible.

Berliner Zeitung: Berlin was the scene today of massive demonstrations that greeted the Italian declaration of war against the Ottoman Empire. More than half a million people streamed down Berlin's broad avenues, waving banners and singing patriotic songs: the Italian National Anthem was on everybody's lips.

At the main rally site near Frankfurter Platz, the Kaiser spoke to the delirious crowds. "Yes, we had wanted the Italians to come into the war on our side, against the Austrians. But the recent tentative peace we have worked out with the new Austrian Government means that Europe finally has a chance to retake Christian lands from the vile and bloody hands of the foul Turk. With Italy declaring for Europe and against the foreign Turk, we finally have a chance to bring peace and contentment to our brothers in Eastern Europe. Godspeed to the Italian Navy!"

The Kaiser added, "How pleasant that the Italian boot will now be resting firmly on the Ottoman. Let us endeavor to keep it there!" Restrained, slightly perplexed applause greeted this remark, which the

Kaiser's press secretary later admitted had been a "rather too involved joke for our oft-slow-witted populace."

Berlin to Constantinople: Sorry about my "negative attitude." Please consider it nothing more than a "professional courtesy." This may be only my third game of postal Diplomacy, but I've seen enough to know that once Turkey gets rolling, it is very hard to stop. And you're rolling! Get back, get back, get back to where you once belonged!

Vienna to Vatican City: Your L2,000,000 bid for Marina Sirtis (though worth less than \$2,000) is accepted. Please accept pick-up in the Aegean at our Customer Service center of Knossus.

Austria to Italy: If I am dislodged from Serbia this turn, then attack Greece in Fall 1908. I will support an Apulian convoy automatically if you are in Apulia. Else, I will support Italian F ION-GRE. If I still hold Serbia, I will support whatever you proposed this turn.

Austria to Turkey: You are even now kicking yourself unmercifully. The blunder of the decade was a build of A CON instead of a fleet. Please watch in pain and disbelief as Italian fleets envelop your southern flank and destroy and capture those bases that your Balkan forces can only dream of defending. Sixty years from now Americans will bleed in Vietnam and say, "This, this is our Austrian campaign." Happy evisceration!!!

Austria to France: Please accept the apologies of the Austrian High Command over Portugal. We hereby cancel the Western Offensive. We must also apologize for the unavailability of Ms. Donohoe and Ms. Pfeiffer. They are too talented to be involved with us. As alternates, please consider Christina Applegate and, newly exorcised and fresh from a straight-to-video slasher flick: Linda Blair.

Austria to Germany: I have lied to you. Last autumn I said I would move Munich to Bohemia. I have moved to Silesia. This is to give me/us the option of another unit to aid versus the Turk in Warsaw, or another unit to move on Galicia if I can move from there to Ukraine to oppose further Turk aggression versus the Russian.

Austria to West: I warn you all of the tensions and urges you will all face once England is no more. France: Where will you go for builds? Germany: What will *your* units that are unable to directly affect the Turkwar do? Italy: Your fleets will be the catalyst for the Sultan's downfall, but beware your western backside. This is a standby position I hold. I am not as emotionally attached (18+ months of struggle) as are you. I will turn on you if you take more than Portugal/Munich from me, so don't bite in the wrong places lest the Turk defeat Russia, Italy, and me, and feeds from it.

Italy to Austria: Here's my move to the Ionian. Now what?

Italy to France: I note that Germany is pressing you to violate our painstakingly arranged DMZ by moving your fleets into WME/TYS. While his points are well taken, I hope you will ask politely first before committing yourself to such a rash act. Let's talk about it for a year and work out exactly where your fleets would go after that. Our stupid battles already have cost us much precious time, and since you were the aggressor the first time, I'm still a bit wary of French fleets on my borders. Do nothing but negotiate with me until 1909, okay?

Italy to Germany: Please allow France and me to work out our own destiny. Otherwise, your advice is welcome and is being taken under advisement while I shore up my borders for defending against future adversaries.

Italy to Turkey: Okay, I'll drop the "Eastern Witch" talk. Looks like you've got enough enemies without my feeble catcalls. But I cannot leave the Ionian neutral. I need some negotiating leverage whichever direction you decide to go. I really am open to suggestions, but that doesn't necessarily mean I'll take every suggestion.

Russia to Austria: As you wished. You can help me by smashing Turkey as soon as possible. As for particular moves, it's too fluid right now to request anything specific. If he pushes me to STP, use the cracks in the line. I'll only really need help if it looks like I'm going down to one unit. But rest assured that for the moment you have two armies at your disposal.

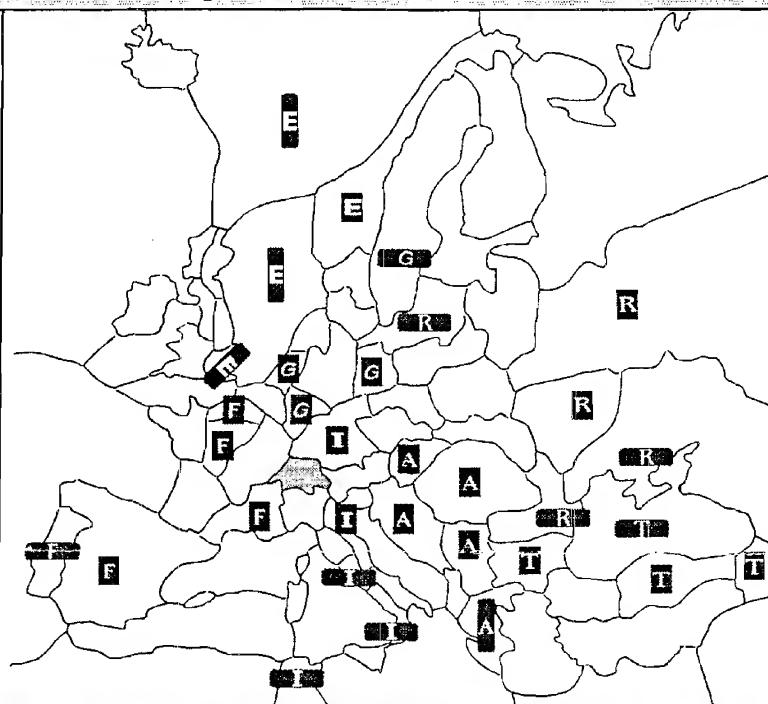
Russia to Turkey: I bet you'd like the Ionian demilitarized. That's what you get for building all those blasted armies. I hope you choke on them.

Russia to Berlin: I'm glad you've discovered the Turkish threat. I just wish you hadn't been so ready to fight to the death of the last Russian. As for St. Pete, I may be there sooner than I wish. I never had a chance to take it with Turkey pressing me.

Pique ~ 1992N ~ Winter 1901

SIX NEW ARMIES, FOUR NEW FLEETS

ITALIANS INSECURE IN MUNICH



IT MIGHT AS WELL BE SPRING

RUSSIANS TRY BLACK SEA POWER PLAY

| | |
|----------|--------------------|
| Austria: | Build A TRI, A VIE |
| England: | Build F LON |
| France: | Build A PAR, A MAR |
| Germany: | Build A BER |
| Italy: | Build F ROM, F NAP |
| Russia: | Build F SEV |
| Turkey: | Build A ANK |

Brest: The Flying Dutchie Boy flew back from London to look over the situation with Germany.

"The Germans have shown us that they are greedy, lack good strategic sense, and back out of established agreements. There will have to be some very serious talking going on between us in order for any sort of relationship to continue. The affairs of state have gotten out of hand, and in fact have left the bedroom. They have made their bed and it seems we are not in it."

With that statement, the Flying Dutchie Boy left Brest on his

way to Berlin to talk with the Germans.

Paris: The President Cleer Monchoo announced today that representatives from England were at the capitol today looking for the Flying Dutchie Boy. It seems that FDB had left some things behind in London, and they were just returning what he left with interest.

Spain: Word has it that the French are pulling out to go to the Western Front. There seems to be some tension there and the 2nd Army is going to be a back-up on that front.

Players in *Pique*

Austria Peter Baker, 800 S. Washington St., Apt. A-106, Alexandria VA 22314
England Steven McKinnon, 71 Chestnut #14, Albany NY 12210
France Herb Barents, 17187 Wildemere, Detroit MI 48221
Germany Jack McHugh, 280 Sanford Road, Upper Darby PA 19082
Italy *COA* Michael Alterio, 338 Crescent Ave., Apt. 19, Buffalo NY 14214
Russia David Pierce, 8503 Coran Drive, Cincinnati OH 45255
Turkey Douglas Kent, 54 W. Cherry St. #211, Rahway NJ 07065

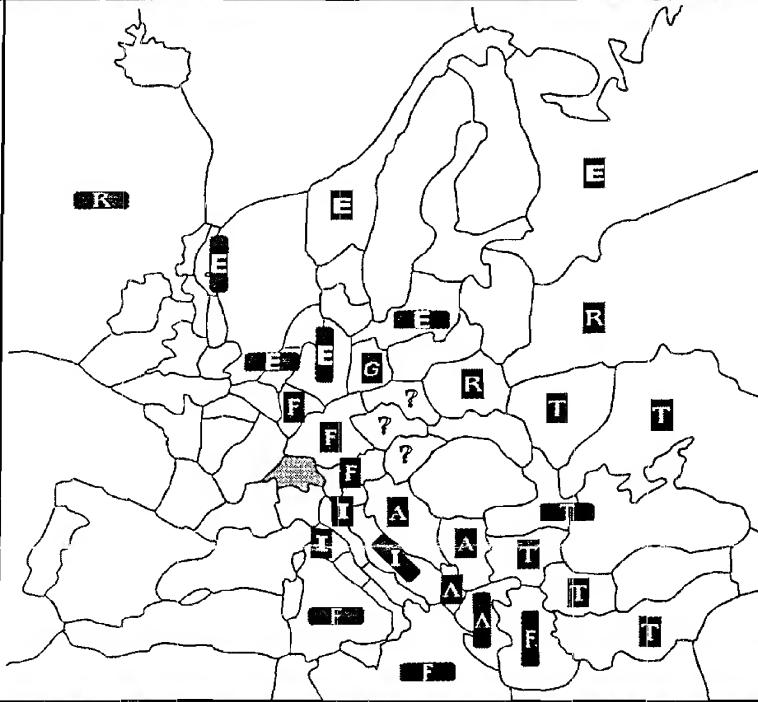
Game Opening

We need just two more players to fill a game of Gunboat with press! The Gunboat games have been mighty rigorous in **Hoodwink!** Are you ready? If so, send me \$5 and your preference list PDQ!

Atropos - A Game of Gunboat Diplomacy - Fall 1905

**NOW IF 6...
TURNS OUT
TO BE 9...**

**TSAR AND
IL DUCE GET
BACK HOME**



Supply Centers

*

| |
|--|
| Austria: 5 |
| VIE, TRI, BUD, SER, GRE, -VEN |
| England: 9 |
| LON, LPL, EDI, HOL, SWE, DEN, +NWY, +KIE, +STP |
| France: 7 |
| PAR, MAR, BRE, SPA, POR, BEL, -SMY, +MUN |
| Germany: 1 |
| BER, -KIE, -MUN |
| Italy: 4 |
| ROM, NAP, TUN, +VEN |
| Russia: 2 |
| WAR, -STP, -NWY, +MOS |
| Turkey: 6 |
| CON, ANK, BUL, RUM, SEV, -MOS, +SMY |

Austria (+1 or 0):

A VIE-TRI, A TYO sup A VIE-TRI (ret BOH?), A TRI-ALB,
F GRE sup A TRI-ALB, A SER sup F GRE

England (+3):

F NTH-EDI, A FIN-STP, A NWY sup A FIN-STP, F DEN-KIE,
F BAL sup F DEN-KIE, F HOL sup F DEN-KIE

France (+1):

A BUR-MUN, A RUH sup A BUR-MUN, A PIE-TYO, A ALB-GRE (annih.),
F ION sup A ALB-GRE, F AEG sup A ALB-GRE, F TYS hold

Germany (-1 or 0):

A KIE sup FA RUH-HOL (annih.), A MUN sup A KIE (ret SIL, BOH?),
A BER sup A KIE

Italy (+1):

F APU-ADR, A VEN sup FA PIE-TYO, A TUS sup A VEN

Russia (-1):

A MOS-SEV, A WAR-MOS, F NWG-NAO

Turkey (even):

Retreat A MOS-UKR. A ARM-SEV, F RUM sup A ARM-SEV,
A BUL sup AF GRE, A CON sup A BUL, A SMY sup A CON, A UKR-WAR

GM to Europe: The A/E/T and A/E/F/T fail to pass, No 2, Yes 1. The A/E/T and A/E/F/T are reproposed, along with an E/F and an E/F/I. Thank you for voting! Please do so again!

Turkey to France: And stay out! We can do much more if we cooperate. What do you say we cease hostilities?

England to Europe: His Majesty's Government opposes all draws that exclude his pal France. Also, all 4-way draws.

England to Russia: You moved! And I'm in! And that's how the game is played.... (And you didn't even get Sweden out of it!!)

England to France: Re Turkey: That's all it is: Gobbledegook. I agree that Italy has done more for us than Turkey. In fact, I've proposed an E/F/I this time while voting "No" on all the other draws. Right now, we don't owe Turkey a thing.

London to Paris: You have no quarrel with your friend, Germany? You haven't heard what he/she's been saying about Bridget Bardot and the entire Viennese Boys Choir. Your conscience will feel better once you're in Munich. You can drown it with good Bavarian beer.

England to Austria: "Since it cost a lot to win and even more to lose, you and me bound to spend some time, wondering what to choose."

--R. Hunter

England to Turkey: On the other hand, your heart is in the right place since you tried to support me into St. Pete. Maybe you can do it again sometime.

Italy to France: I hope you want an alpine vacation as much as I hope you do.

Italy to Austria: "So you better get ready, we may be coming to your town." --The Monkees

Italy to Turkey: It really would be a good idea if you were to turn your attention to Austria.

Greasy to Trash: I took your advice. Hope you enjoy SMY as much as I did. I plan on stopping in again later when I have more time.

France to England: Oh! Is this what you meant? I'm getting ready for some broken-field running. How about you?

France to England: "Because you know something is happening here, but you don't know what it is.... Do you, Mr. Jones?" Actually, no plan. Pure serendipity.

France to Italy: Hey, this is for real. To stab you would be simply a cliché. There has to be more out of life than that. For example, take Trieste. The Balkans should be gridlocked now, so once Venice is covered, keep hammering TRI and the game will begin to play itself.

France to Turkey: Austria is going down, and you're not in range to support him. You'd better get some now while you can.

France to Germany: Why not join the good side of the force now? We could use your army, and I'm sure England is not so greedy that he'll feel compelled to take BER.

Germany to World: I see a bad moon rising.